

10 & UNDER

1. Playing Field Dimensions

Bases:	60 feet
Pitchers Plate:	35 feet
Circle at Pitchers Plate:	8' Radius

2. Players may steal when the ball reaches home plate with player pitching.

3. Batter **may not** advance to first base on a dropped third strike. The ball is dead – no advancement by base runners

4. Teams will play nine fielders defensively but may bat ten players. The ten batters must be on the original line up card given to the plate official.

5. Six innings will constitute a complete game unless one team is ahead by ten or more runs after four complete innings then the game shall be called. Losing team must have equal number of bats.

6. Pitchers may throw no more than a total of six innings in any two consecutive games.

7. Batter cannot be walked in this program.

8. Batter may bunt with player pitching but cannot bunt with coach pitching. Any attempted bunt is a strike on the batter.

9. Base runners are not allowed to steal home at any time.

10. Base runners are not allowed to steal with coach pitching.

11. Base runners are allowed to only steal / advance one base at a time per pitch with player pitching. Base runners may advance as many bases as possible on a base hit.

12. If the batter has two strikes when the coach comes into the game to pitch and the first pitch from the coach is called a strike by the plate official the batter is out. The coach does not automatically get two pitches to throw to the batter.

13. On the third strike or the last pitch the batter may remain at bat as long as the ball is ruled a foul.

14. A player missing a base or leaving a base too soon will result in a delayed dead ball call by the official and will be ruled on when all playing action is over. There are no appeals from the defense in the 10U program.

14. A team may have a courtesy runner for the catcher at any time and is mandatory with two outs. The player recorded for making the last out will run for the catcher. **The catcher must be the catcher of record.**

15. The umpire's judgment will rule on runner's position at time of called time by either official. Defense **MUST** contain lead runner before time is granted.

16. The coach pitcher must stay in contact with the pitching rubber until the ball is released. Once the ball is released, he cannot be involved with coaching until time is called. Coach may not deceive defensive players to get ball thrown before time is called. Penalty: runners will return to last base.

17. Catcher must be in squatted position and not standing.

18. If batted ball hits the coach pitcher before the defensive player touches the ball, the ball will be ruled dead and the batter will be awarded first base. Runners will advance one base if forced. If coach pitcher intentionally interferes, the ball will be ruled dead, the batter will be called out, and runners will return to the base in which they occupied before the pitch.

19. Time will be called by the umpire **once the lead runner is contained.**

20. Field playing dimensions:

Bases:	60 feet
Pitchers Plate:	35 feet
Circle at Pitchers Plate:	8' Radius

21. If the defense chooses to have coaches on the field they must be in foul territory at all times and must not interfere with play at any time. These defensive coaches are not allowed to come past the first and third bases located on the fair/foul line at any time during a live ball play.

22. This program will use the eleven inch softball.

